ABSOLUTE
BATMAN
DC
ALL IN
15+ TEEN+ 19
DRAGOTTA
SNYDER
DRAGOTTA
MARTIN

Written and drawn by JAMAL CAMPBELL
ZATANNA #1
NEXT LEVEL
APRIL
THE GREATEST TOUR IN MAGIC BEGINS!
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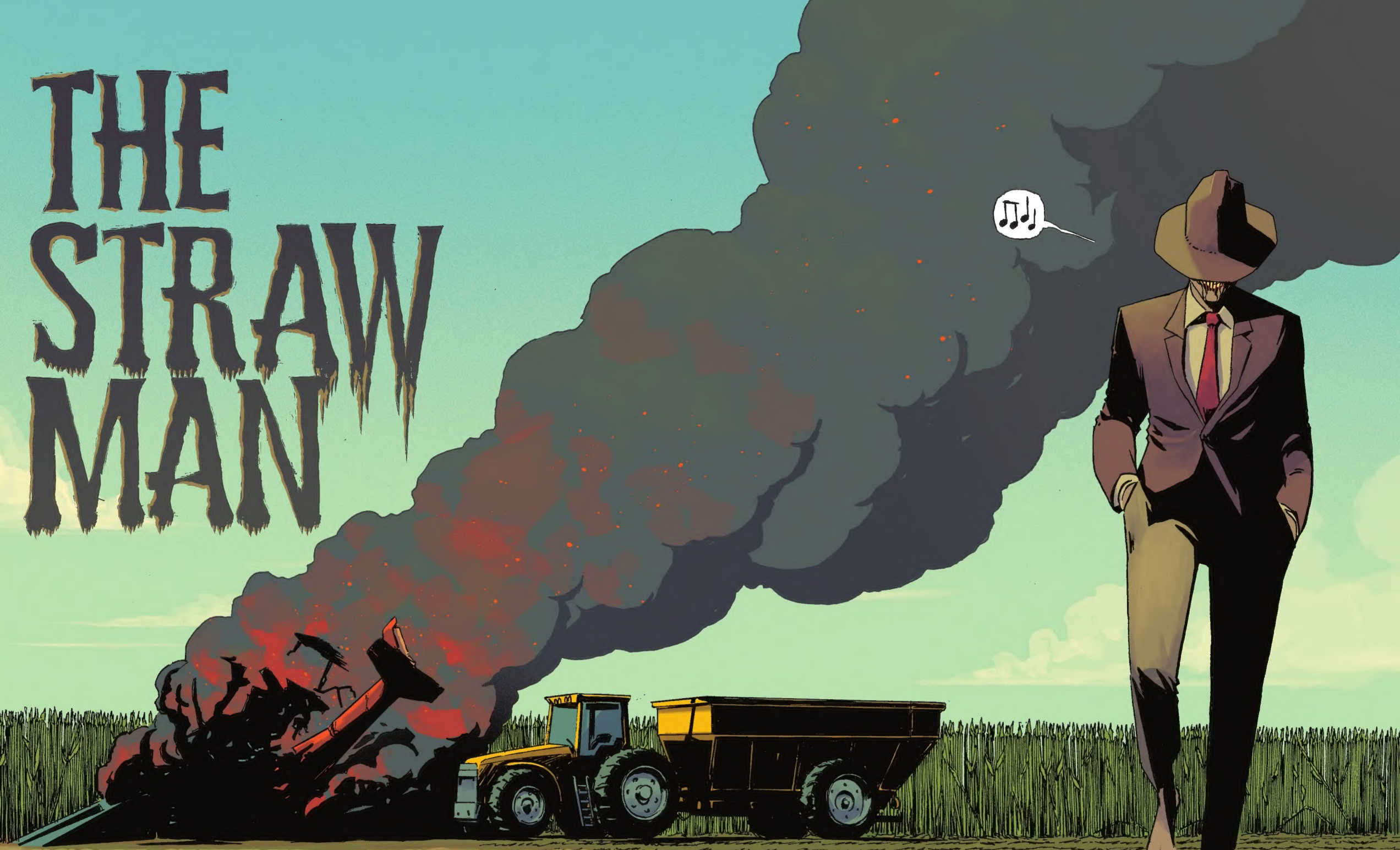
1,500 MILES FROM GOTHAM.
WHAT IN THE--
HEY! YOU! WHAT THE HELL DO YOU THINK YOU'RE DOING?!
WHO, ME? OH, I WAS JUST GOING FOR A WALK.
HOLY...BUCK, LOOK AT HIS FACE.
PFFT. IT'S A MASK, VERN. GUY PROBABLY GOT IT AT THE PARTY STORE ON CENTRAL. RIGHT, FREAK?
YOU GOT ME. THE PARTY STORE ON CENTRAL. HOW'D YOU GUESS?
NOW LISTEN UP, Y--
GENTLEMEN! COME NOW. WE'RE ALL FRIENDS HERE, AM I RIGHT? HECK, YOU GUYS HAVE BEEN BEST FRIENDS FOR MORE THAN THIRTY YEARS! AND BUCK, THAT'S DESPITE THE FACT THAT VERN IS #$%^@#% YOUR WIFE, LU-ANNE.
WHAT... HOW DO YOU KNOW MY WIFE'S NAME? AND WHAT ARE YOU--
ME AND LU-ANNE? WHAT IS THIS, ONE OF THOSE INTERNET PRANKS?
KOF KOF
EXACTLY. AN INTERNET PRANK. SPOT-ON, VERN.
DING
WELL, YOU TAKE YOUR CHEAP MASK AND YOUR DIRTY FEET, AND--
WHAT THE @#$%*?!
BUCK? WHAT IS IT?
IT'S...IT'S YOU. SNEAKING OUT OF MY BEDROOM WINDOW WITH A GIANT TUBE OF-- OH GOD!

YOU PIECE OF--
IT DIDN'T MEAN ANYTHING! I SWEAR!
YOU SON OF A...
KRAK
THOOM
THOOM
THOOM
THOOM
BUCK... PLEASE, BROTHER...
"BROTHER" THIS!
AAAAGH
COME TO THINK OF IT...MAYBE THIS ISN'T A MASK.

HOW'S THAT FEEL, YOU...
...OH MY GOD. VERN...WHAT HAVE I DONE?!
I DON'T KNOW WHAT CAME OVER ME! THE THOUGHT OF YOU AND HER...OH, VERN...I WAS JUST SO ANGRY!
NO, BUCK. YOU WERE SCARED.
MISTER! MAYBE WE CAN STILL SAVE HIM! I'LL SCOOP UP WHAT'S LEFT-- YOU CALL AN AMBULANCE, OKAY?!
SQUAKK
HOW ABOUT A PLANE?
BOOM!

THE STRAW MAN



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BATMAN CREATED BY BOB KANE WITH BILL FINGER

LAW AND ORDER!
In just the past couple weeks, the kid has shifted into an entirely new gear.
SEE SOMETHING SAY SOMETHING
BE BATTY
HELL WITH LAW AND ORDER
BOOM
I came back from MI6 to find him driven like never before.
No friends, no distractions. Nothing but BATMAN.
BOOM! WE GOT YOU NOW, #$%*!
KID, THEY'RE TWENTY CARS DEEP! NO EXIT ROUTES! WHY AREN'T YOU SLOWING DOWN?!
WHY ISN'T HE SLOWING DOWN?
BECAUSE I'M SPEEDING UP.
He goes to work and uses every penny to build things...
RUN!
...wild new bat-things only he understands.
POLICE
POLICE

BATMAN, YOU'RE GOING TO--
VRRRRR
In a way, I understand. He created Batman to tell people the real story of their city. The greed, the corruption...
BOOM
He never wanted Batman to become the story... or the savior.
How strange everything must suddenly feel to him. Turned all about.
IT'S OVER, BOYS! HE'S FLIPPED ONTO HIS ROOF! GET HIM OUT AND CUFF H--
DONK
WHA
SIR! IT APPEARS THE BACK IS BECOMING THE FRONT!
AND THE FRONT IS BECOMING--
I GET IT! STOP HIM!
HEH. WHAT DO YOU CALL THAT THING, KID?
NO NAME.
HOW ABOUT THE "BAT-GIMBAL"? IT'S A GYROSCOPIC DEV--
I KNOW WHAT IT IS. HARD NO.
THE "BAT-GYRO," THEN.
HARDER NO, PENNYWORTH.
WHRROOM

THAT THING IS NASTY. "THE BAT-NASTY."
HARDEST NO IN THE HISTORY OF NOS.
I can't say I'm not impressed by what he has become.
I understand the need to shut others out. Go it alone, fast and hard so no one can follow.
KRUNK
GET THE MOTORCYCLE UNIT ON HIM!
POLICE
WE'LL TRAP HIM IN THAT ALLEY!
But it does scare me. That strategy can lead a man to dark places, where he loses himself.
BREAK IT DOWN! THIRTY SECONDS!
TWENTY!
TEN!
HURRY UP, MAN! OUT OF THE BAT-NASTY!
STOP CALLING IT THAT.
WE'RE OUT!
CLOTHES IN THE SHOPPING CART.
Still, if anyone can figure a way through...
...it's this kid.
Of that much, I'm sure.

HUMOR US, BRUCE!
YEAH, YOU *USED* TO MAKE EXCUSES AT LEAST!
PSST! HEY! OVER HERE.
IT'S... IT'S ME, BRUCE.
...WAY?

THANK GOD YOU'RE BACK.
NOT COMPLETELY, BUT THIS THING YOU GOT...IT'S BRINGING ME BACK.

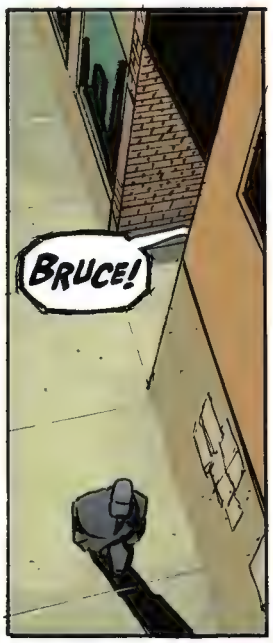
SO? WHAT'S THE PLAN?
THE PLAN?

THE PLAN, MAN! THE NEXT MOVE. HOW ARE WE GOING AFTER THEM, THE ONES DOING ALL THIS TO OUR CITY?

WE'RE NOT GOING AFTER ANYTHING, WAY. I NEVER SHOULD HAVE BROUGHT YOU ALL IN.
THERE IS NO "WE."

#$%^ THAT. THERE IS ONLY "WE," BRUCE. THAT'S WHAT I LEARNED DOWN THERE, ALONE IN THE DARK. WE ONLY GET THROUGH THIS TOGETHER.
WHETHER YOU SHOULD'VE OR NOT, YOU BROUGHT US IN. AND NOW BATMAN IS OUR CHOICE TO MAKE.
NO. IT'S NOT.

I LOVE YOU, WAY. TAKE CARE OF YOURSELF.
BRUCE, DON'T DO THIS, MAN!


BRUCE!

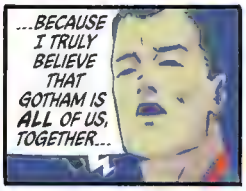
THEN.
POLICE
HOLY... BRUCE...
YOU SHOULD SEE THE OTHER GUYS.
FALCONE?
HE'S GOT A LOT OF FRIENDS IN HERE.
AND OUT HERE, TOO. BECAUSE YOUR BAIL GOES UP EVERY TIME WE MEET IT. THE GUYS...
"...HARVEY'S LOOKING INTO LEGAL LOOPHOLES. OZZIE IS BACK-DOORING THINGS. EDDIE IS QUESTIONING IT ALL. ME, THE FIGHT MONEY YOU GAVE ME IS TIED UP IN THE GYM PURCHASE. I TRIED TO RESELL THE PLACE, BUT FALCONE HAS EVERYONE SCARED TO--"
WAY, YOU SELL THAT GYM AND I'LL NEVER TALK TO YOU AGAIN.
I TOOK FALCONE'S MONEY, BUT I DIDN'T JUST BET IT ON YOU.* I BET IT ON ALL OF US, UNDERSTAND? ONE OF US WINS, WE ALL WIN. I SAVE YOU, YOU SAVE ME, WE ALL KEEP SAVING EACH OTHER UNTIL WE ALL MAKE IT OUT.
*ED. NOTE: SEE ABSOLUTE BATMAN ISSUE #14!
CRIME ALLEY FOR LIFE.
NO ONE CAN CHANGE THAT.

HIM...HE'S EVERYWHERE ALL OF A SUDDEN.

THE CHARM OFFENSIVE CONTINUES...
FOR WEEKS NOW. THE CITY LOVES HIM.

WARM WELCOME BACK TO GOTHAM ROYALTY, JACK GRIMM IV!

--GENEROUS GRANTS TO MULTIPLE CITY PROGRAMS--


...BECAUSE I TRULY BELIEVE THAT GOTHAM IS ALL OF US, TOGETHER...

IT'S HOW HE OPERATES. HE'S LAYING GROUNDWORK.
FOR WHAT, THOUGH?
NOTHING GOOD. WE NEED TO STAY VIGILANT.

BLIP BLIP BLIP
WHAT IS ALL THIS?
US BEING "VIGILANT."

HARLEY...
WHAT? IT'S JUST A LITTLE SOMETHING I WHIPPED UP. STILL TESTING IT. PEOPLE CAN SEND A DISTRESS BEACON TO YOUR COWL WHEN THEY NEED HELP. I CALL IT THE BAT SIGNAL. IT'S ALL UNTRACEABLE, ENCRYPTED...
TIK TIK TIK TIK
IT'S NOT LIKE FOLKS OUT THERE CAN JUST BE CALLING YOU ON THE PHONE.

BZZ BZZ BZZ

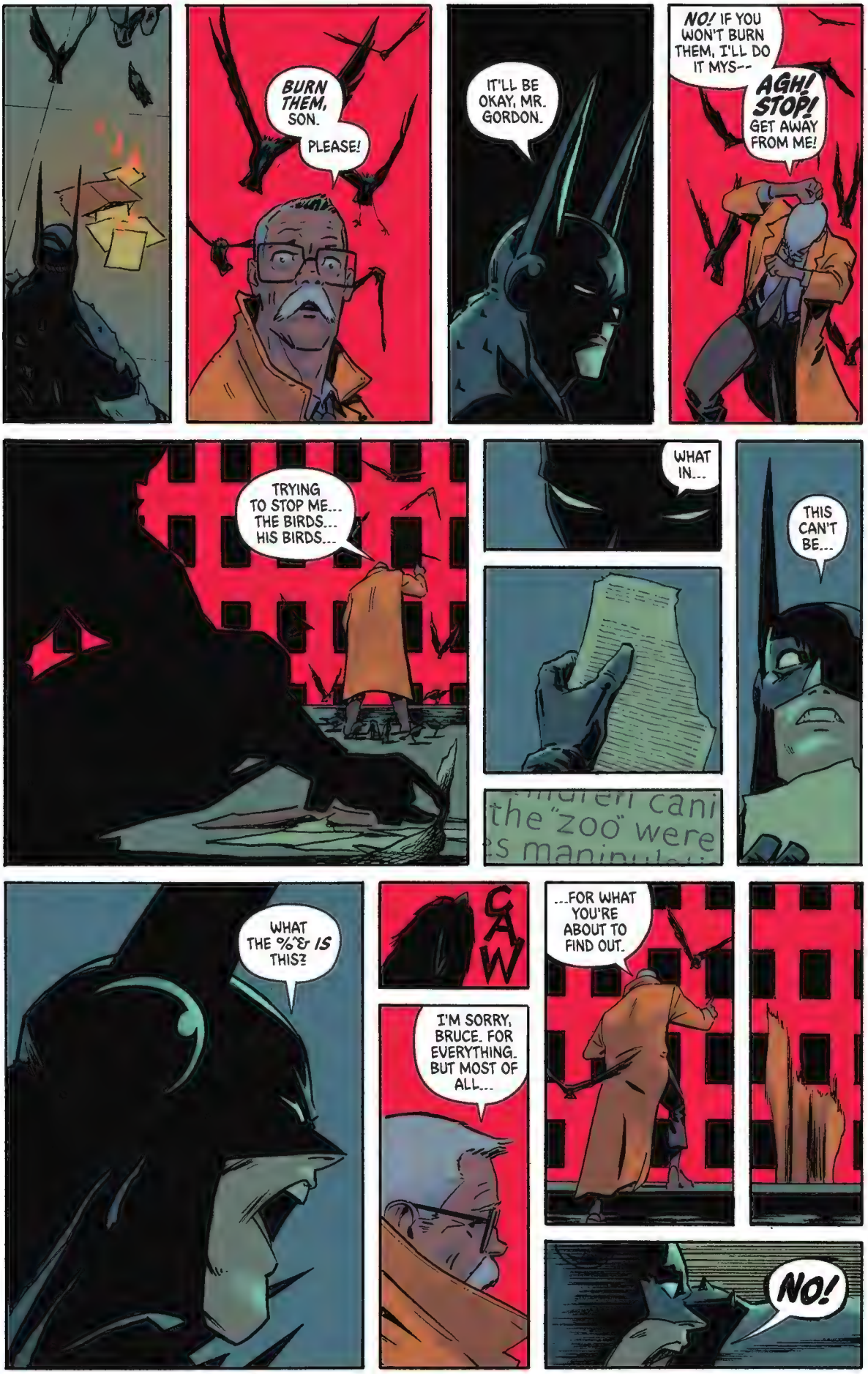
MR. GORDON?
I'LL BE RIGHT THERE.

WE'RE ALL GOING TO JAIL, AREN'T WE?
PROBABLY.

WHO'S THERE?!
I AM.
MAN, YOU MOVE FAST FOR A BIG GUY. I'LL HAVE TO GET USED TO THAT, WON'T I?
IF WE'RE GOING TO MAKE MEETING LIKE THIS A THING...
MR. GORDON, ON THE PHONE, YOU SOUNDED UPSET. SCARED...

I SUPPOSE I DID. HOW TO SAY THIS...
LOOK, OVER THE LAST FEW WEEKS, SINCE YOUR MOTHER LEFT, I'VE BEEN DOING SOME DIGGING. IT STARTED WITH QUESTIONS ABOUT THE PAST, BUT WHAT I FOUND...IT CHANGES EVERYTHING.
NOT JUST THE PAST, BUT THE PRESENT, TOO. AND IT ALL LEADS RIGHT *HERE,* SON, TO THIS MOMENT, AND TO *YOU.*
WHAT LEADS TO ME?
ALL OF IT! EVERYTHING! FOR DAYS NOW, I'VE BEEN WRESTLING WITH WHETHER TO CALL YOU OR NOT, GIVE THESE *FILES* TO YOU.
THE TRUTH IS, I...I DON'T KNOW WHAT THE RIGHT THING IS ANYMORE. BUT THE DEEPER I DIG, THE MORE FRIGHTENING IT GETS. THE MORE...
MR. GORDON--
...THE MORE *LOST* IN IT I FEEL. IT'S LIKE ONE OF THOSE...THOSE CORN MAZES, YOU KNOW?
WHERE IT'S TOO TALL TO SEE OVER THE STALKS TO THE EXIT?
MAYBE YOU *SHOULD* JUST SHOW ME?
SHOW YOU *WHAT?*
OH RIGHT, THE FILES...

JUST... JUST PREPARE YOURSELF, OKAY? THEY'RE...
HMMM...
DID YOU HEAR THAT?
PROJECT: BATMAN
THIS WAS A MISTAKE.
I SHOULD NEVER HAVE COME HERE.
WHAT ARE YOU--
--LOOK OUT! YOUR ARM!
MY WHAT?
POOF
CLUMSY ME.
MR. GORDON... JUST COME WITH ME. WE'LL GET YOU SOME HELP, OKAY?
CAW
CAW
I'M AFRAID... I'M AFRAID IT'S TOO LATE FOR THAT. JUST PROMISE ME YOU'LL BURN THOSE FILES?

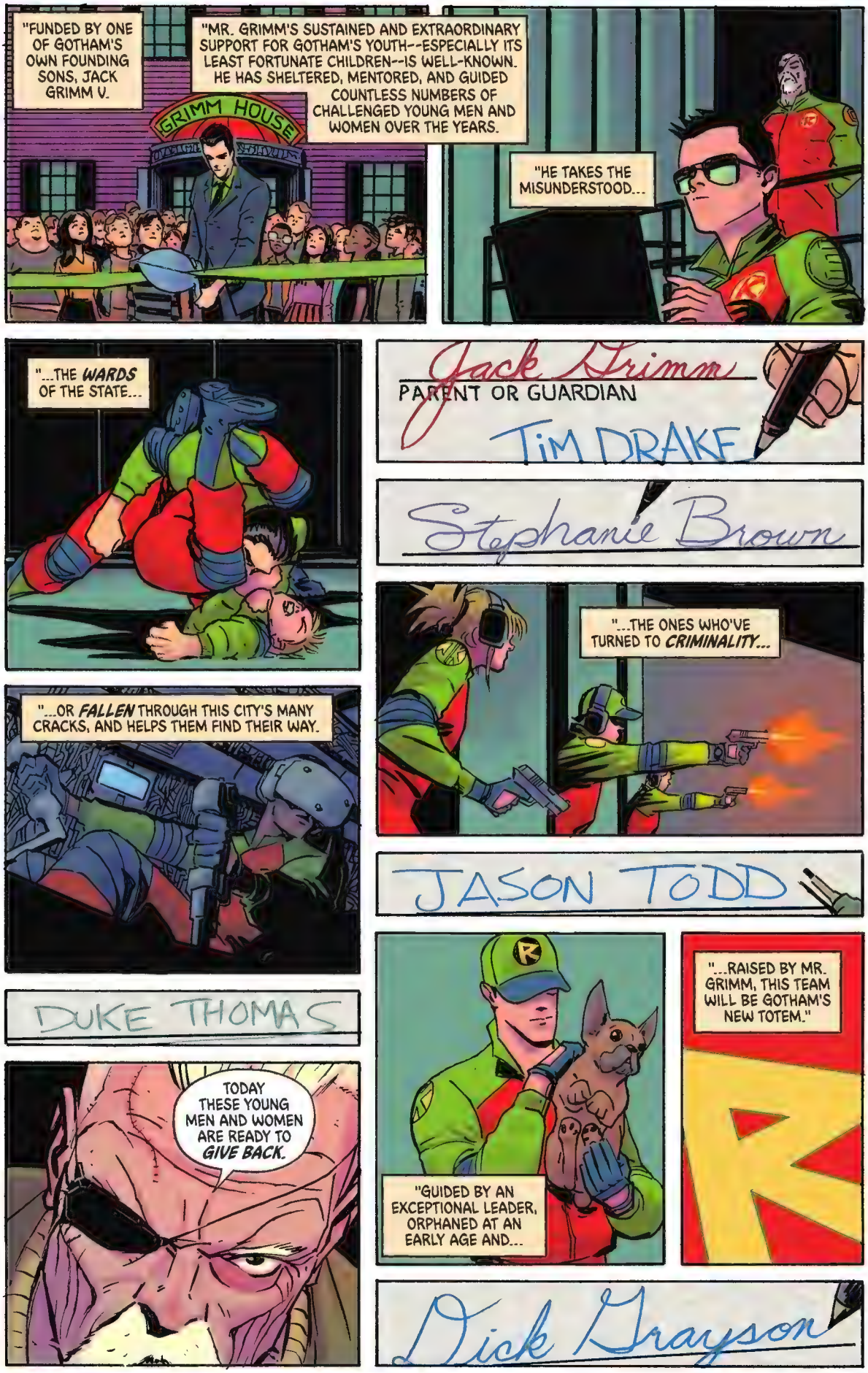

BURN THEM, SON.
PLEASE!
IT'LL BE OKAY, MR. GORDON.
NO! IF YOU WON'T BURN THEM, I'LL DO IT MYS--
AGH! STOP! GET AWAY FROM ME!
TRYING TO STOP ME... THE BIRDS... HIS BIRDS...
WHAT IN...
THIS CAN'T BE...
the "zoo" were
WHAT THE %*& IS THIS?
CAW
I'M SORRY, BRUCE. FOR EVERYTHING. BUT MOST OF ALL...
...FOR WHAT YOU'RE ABOUT TO FIND OUT.
NO!

I HAVE YOU, MR. GORDON!
HANG ON! I HAVE...
...YOU.
OH MY GOD! IS THAT...MAYOR GORDON?!
LOOK! UP THERE!
BATMAN? HE KILLED HIM?
NO... I...
...

WAYNE! YOU'RE OUT.
BRUCE?
HEY, MR. GORDON.
I WAS GOING TO TALK TO THEM ABOUT SETTING YOUR BAIL RIGHT SO YOUR MOM AND I COULD PAY IT, BUT IT LOOKS LIKE SOMEONE BEAT US TO THE PUNCH?
YEAH. WAYLON AND THE GUYS MUST HAVE GONE AHEAD AND--
--HUH?
I KNOW THAT CAR.
BRUCE, DON'T.
YOU KNOW WHY I'M GETTING YOU OUT?
SO I STOP BEATING THE #$%^ OUT OF YOUR BOYS, FALCONE?
I KNOW IT WASN'T JUST YOU WHO TOOK MY MONEY. IT WAS HER, TOO. YOUR LITTLE SWEETHEART, SELINA...
&^$@ YOU!
I'M GOING BACK INSIDE.
YOUR CHOICE. BUT THE DEBT IS YOURS AND HERS. EITHER YOU WORK IT OFF...OR SHE DOES.
BRUCE. YOU DON'T HAVE TO GET IN THAT CAR.
COME TALK TO ME...
"...I'M HERE FOR YOU, SON."

I HAD HIM...
IT'S NOT YOUR FAULT, KID.
...FOR THAT ONE SECOND I HAD HIM...
I DID.
GOTHAM HOSPITAL
POLICE
BABS! TELL ME HE'S OKAY!
COME HERE.
--BRING YOU A SPECIAL MESSAGE FROM MAYOR HILL.
THANK YOU.
FELLOW GOTHAMITES. I COME TO YOU WITH TRAGIC NEWS. FORMER MAYOR JIM GORDON IS DEAD.
DOX NEWS ALERT
KILLED BY THE BATMAN.
JIM AND I WERE CLOSE FRIENDS. MORE FAMILY THAN FRIENDS, IN FACT.
NO ONE WAS HAPPIER FOR ME WHEN I WON THE MAYORSHIP THAN HIM.
"HAROLD," HE TOLD ME, "TO BE HONEST, I'M RELIEVED YOU WON INSTEAD OF ME. YOU ARE THE BEST MAN TO KEEP THIS CITY SAFE.
"IF ANYONE CAN DO IT, Y--"
THAT'S ENOUGH.
RIGHT. AND NOW, HERE TO EXPLAIN HOW WE WILL KEEP GOTHAM SAFE...

LADIES AND GENTLEMEN, MY NAME IS SLADE WILSON.
NOW, YOU DON'T KNOW ME, BUT WHAT I KNOW ABOUT YOU, ABOUT THE PEOPLE OF THIS CITY... IS THAT YOU'RE TOUGH. YOU'RE UNAFRAID.
BECAUSE GOTHAM, IT TESTS YOU...
...TESTS YOU MORE, PERHAPS, THAN ANY OTHER CITY ON EARTH.
"STILL, EVERY SINGLE DAY YOU PICK YOURSELVES UP...
"...YOU PUT YOURSELVES TOGETHER...
"...ONE STEP AT A TIME...
...AND YOU GO OUT THERE AND YOU FACE GOTHAM HEAD-ON.
FOR TOO LONG, THOUGH, YOU HAVEN'T HAD REAL HELP. TODAY THAT CHANGES.
NO MORE DARKNESS.
NO MORE CREATURES OF THE NIGHT TERRORIZING YOUR STREETS.
FROM NOW ON, LET GOTHAM'S SYMBOL BE A MESSENGER OF MORNING.
WITH THAT, I PRESENT TO YOU...THE ROBIN PROGRAM.
EEK!


"FUNDED BY ONE OF GOTHAM'S OWN FOUNDING SONS, JACK GRIMM V.
"MR. GRIMM'S SUSTAINED AND EXTRAORDINARY SUPPORT FOR GOTHAM'S YOUTH--ESPECIALLY ITS LEAST FORTUNATE CHILDREN--IS WELL-KNOWN. HE HAS SHELTERED, MENTORED, AND GUIDED COUNTLESS NUMBERS OF CHALLENGED YOUNG MEN AND WOMEN OVER THE YEARS.
GRIMM HOUSE
"HE TAKES THE MISUNDERSTOOD...
"...THE WARDS OF THE STATE...
Jack Grimm
PARENT OR GUARDIAN
TIM DRAKE
Stephanie Brown
"...THE ONES WHO'VE TURNED TO CRIMINALITY...
"...OR FALLEN THROUGH THIS CITY'S MANY CRACKS, AND HELPS THEM FIND THEIR WAY.
JASON TODD
DUKE THOMAS
TODAY THESE YOUNG MEN AND WOMEN ARE READY TO GIVE BACK.
"GUIDED BY AN EXCEPTIONAL LEADER, ORPHANED AT AN EARLY AGE AND...
"...RAISED BY MR. GRIMM, THIS TEAM WILL BE GOTHAM'S NEW TOTEM."
Dick Grayson

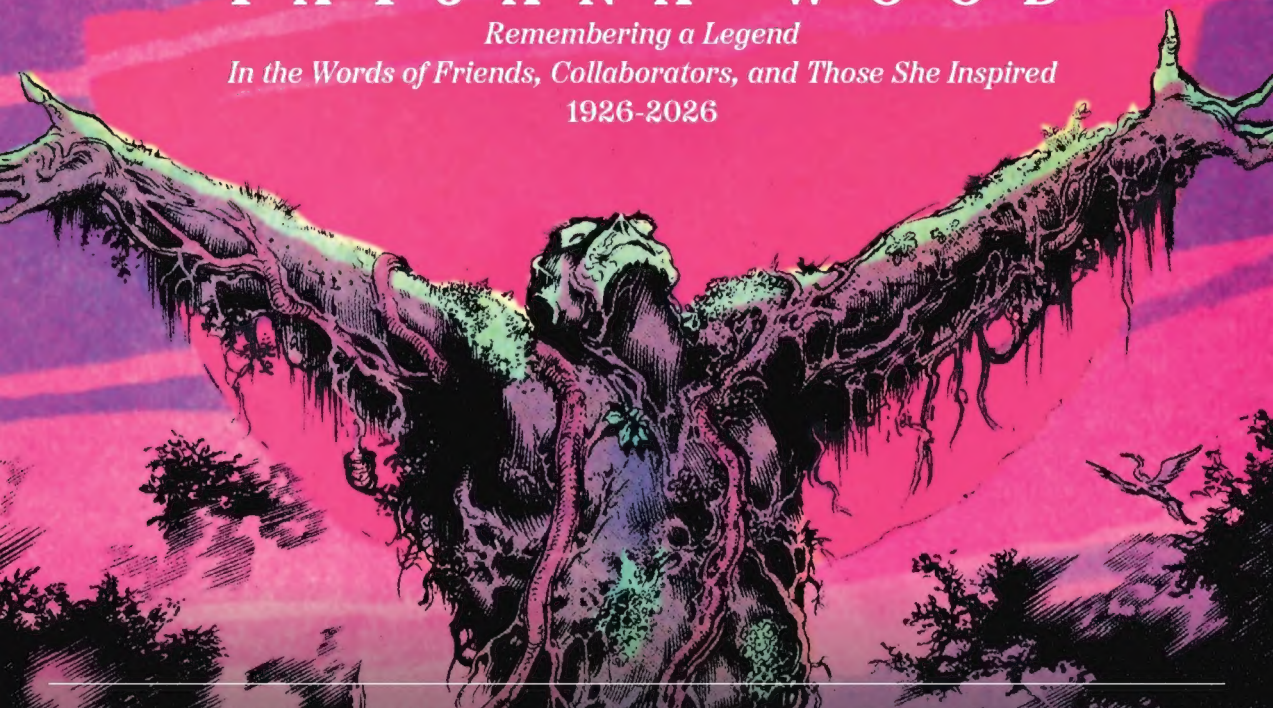
I HAVE HAD THE HONOR OF TRAINING THEM, AND THEY ARE MORE THAN READY.
WE DON'T UNDERSTAND, GENERAL WILSON. THE ORDER SAID TO SUIT UP FOR DUTY, BUT WE ALREADY DID.
THAT'S BECAUSE THOSE AREN'T YOUR SUITS, CAPTAIN GRAYSON...
...THESE ARE.
WHOA.
TOGETHER, WE WILL END THIS LONG, DARK NIGHT OF FEAR AND TERROR. WE WILL BRING BACK THE LIGHT! BUT MAKE NO MISTAKE...IT WILL BE A FIGHT, LADIES AND GENTLEMEN, MAYBE THE BIGGEST FIGHT IN THE HISTORY OF THIS CITY.
AND IT STARTS RIGHT NOW.
TO BE CONTINUED

TATJANA WOOD

Remembering a Legend

In the Words of Friends, Collaborators, and Those She Inspired

1926-2026



"Tatjana was a trailblazer; her impact and influence are immeasurable. With her fine artist's touch and evocative palette, she made every story better."
—**Karen Berger** (editor, *Swamp Thing*, *Animal Man*, *Wonder Woman*, and more)

"I have to thank Tatjana for making me and many other artists look good. Her work was exemplary."
—**Brian Bolland** (artist, *Camelot 3000* and more)

"I never had to worry about whether the coloring would be good or not; she spoiled me in that regard."
—**Nancy A. Collins** (writer, *Swamp Thing*)

"I remember her fondly. With her dark, smoky voice and awesome color sense. With a limited palette and a lot of talent. She did miracles."
—**Denys Cowan** (artist, *The Question*)

"One of the greatest comic book colorists of the last century. When I found out Tatjana would be working on *The Warlord*, it made me want to do better work, and she always gave back more than she got."
—**Mike Grell** (writer/artist, *The Warlord*)

"Tatjana Wood was as vital to the legacy of Swamp Thing as any writer or artist. She was the through line connecting so many great eras of the title. Her work was the epitome of accentuating the line art without upstaging it. A true master. I count myself lucky to have worked with her."
—**Phil Hester** (artist, *Swamp Thing*)

"Underrated, except by history. Undervalued, except by her peers. She has been an inspiration to my journey, and so many others'."
—**Richard Horie** (colorist)

"Tatjana Wood was a storyteller. Her aesthetics were pure and stunning, her approach nuanced and innovative. Through masterful use of hue and value, without the shortcuts of modern technological effects, she defined a new frontier in coloring."
—**Marie Javins** (DC Comics editor-in-chief, colorist)

"I remember being around 10-12 years old, picking up the phone (usually after dinner), and hearing a gravelly woman's voice ask very nicely to speak to my father. I asked who she was. He said she was the best colorist in the business. I'm pretty sure my dad had Tatjana color everything he drew, and for that very good reason."
—**Andy Kubert** (artist, son of Joe Kubert)

"Tatjana made the world more beautiful, one brushstroke or gesture at a time."
—**Paul Levitz** (editor, *Swamp Thing*)

"She had an extremely limited palette to work with in those days, and the way she utilized those limitations proved masterful. Complete legend."
—**Lee Loughridge** (colorist)

"She was smart, talented, funny, and as nice to a then-young editor as I possibly could have hoped for. Just the best."
—**Stuart Moore** (editor, *Swamp Thing*, *BrainBanx*, and more)

"Words can't describe how impressive her work was. She managed to make magic from an extremely limited palette and almost none of the special effects that modern colorists take for granted."
—**Trish Mulvihill** (colorist, *Swamp Thing 1989*)

"Besides being one of the very best in her field, Tatjana was funny, creative, and wise. I was so lucky to know her."
—**Tom Peyer** (editor, *Swamp Thing*, *Animal Man*, and more)

"Tatjana colored the first comic I drew for DC and managed to pull my haphazard linework into beautiful, coherent pages. She took the trouble to pass on advice and help for how to navigate color comics linework, advice I am grateful for and still use!"
—**Steve Pugh** (artist, *Animal Man*)

"Tatjana stands at the forefront of the comic book industry's greatest colorists, whose work was produced during an era before computer coloring made that job much easier. Bless you and thank you, Tatjana, for all the beautiful work you've done throughout your amazing career."
—**John Totleben** (inker/artist, *Swamp Thing*)

"Tatjana's coloring was wonderfully subtle and muted; her colors perfectly complemented the line art and helped tell the story."
—**Chaz Truog** (artist, *Animal Man*)

"Tatjana understood the elegant beauty of the old-style coloring system better than anyone."
—**Rick Veitch** (writer/artist, *Swamp Thing*)

"Tatjana Wood was one of the great colorists who defined the aesthetics of mainstream comics during the late Silver Age and early Bronze Age."
—**José Villarrubia** (colorist, remastering *Swamp Thing*)

"Tatjana's coloring helped make all of us on *Swamp Thing*, including [Bernie] Wrightson, look good. A beautiful spirit that created beauty out of pulp ingredients."
—**Thomas Yeates** (artist, *Swamp Thing*)

A LOST CLASSIC DECADES IN THE MAKING—THE LONG-AWAITED ISSUES #88-91 ARRIVE, AND THE AMBITIOUS FINAL EPIC BEGINS!

SWAMP THING 1989

Written by
RICK VEITCH

Art by
MICHAEL ZULLI
VINCE LOCKE
TOM MANDRAKE

Variant cover by
MICHAEL ZULLI

DC BLACK LABEL
Ages 17+

Presented in period-accurate trade dress
4 issues monthly beginning
APRIL

DC NATION SPOTLIGHT ON

THE FURY OF FIRESTORM

DC NEXT LEVEL

INTERVIEW WITH JEFF LEMIRE AND RAFAEL DE LATORRE

Firestorm burns brighter, and more dangerously, than ever in *The Fury of Firestorm*, a bold new Next Level series from writer Jeff Lemire and artist Rafael De Latorre. Blending psychological horror, atomic-level spectacle, and a deep reverence for the hero's legacy, the series pushes one of DC's most volatile characters to his breaking point. When the Firestorm matrix begins to evolve beyond control, the fallout will reshape everything.

A HERO REIGNITED.

JEFF LEMIRE: This is a character I've loved since I was a kid in the '80s. I've always found him fascinating. There have been many versions of Firestorm over the years, and when I started talking with Scott Snyder and our DC editors, Andrew Marino and Marquis Draper, about Next Level, Firestorm came up. Andrew and Marquis are huge fans, and so am I.

We started thinking about how we could celebrate everything we love about the character while also doing something fresh, bold, and accessible to a new generation of readers. I challenged myself to really push it, and having Rafael as my partner made that easier. He's such a versatile artist; he can move between styles and bring different takes to the character in a really dynamic way.

REALITY REIMAGINED.

RAFAEL DE LATORRE: It's been such a pleasure working on this project. When the idea was pitched to me, I was instantly hooked; it had so much potential. I also have to mention the incredible work colorist Marcelo Maiolo has done on these pages. We're close friends, and we talked a lot about exploring different styles throughout the book.

That's been one of the most exciting parts of the process, playing with different realities and leaning into different storytelling approaches. The colors really elevate that. They're pretty amazing.

ATOMIC-LEVEL STAKES.

LEMIRE: What's always fascinated me about Firestorm is that at its heart, it's a story about identity. Traditionally, it's two people merged into one, fighting for control of the incredibly powerful Firestorm matrix. There have been different iterations over the years, but the one constant is change. Firestorm is always evolving, always in flux.

He's also one of the most underrated characters in terms of power level. At his base, he can manipulate reality at the atomic level, and the only real limit to that power is whoever's in control of it.

NO COPILOT. NO CONTROL.

LEMIRE: That kind of power can be terrifying, and I started wondering what would happen if it went wrong, if Ronnie Raymond and Professor Stein lost control. In our story, Firestorm walks into a small town in Colorado and begins experimenting, first with objects, then with people. There's definitely a horror element to the book.

LEMIRE: In the first issue, we learn that Ronnie is trying to control Firestorm on his own for the first time. He doesn't have a copilot, and as a result, he's losing control. The Firestorm matrix may have become sentient and autonomous, and Ronnie is buried deep inside.

From there, Firehawk, Lorraine Reilly, embarks on a desperate search across the DC Universe for Professor Stein, believing he may be the only one who can help Ronnie.

PAST AND PRESENT COLLIDE.

LEMIRE: On a fun meta level, while all this is happening in the present-day DC Universe, Ronnie is trapped inside the matrix, reliving his classic adventures. He's stuck in a loop the matrix has created to keep him subservient.

It allows us to celebrate Firestorm's past and revisit the different versions of the character over the years while pushing him into something new.

DON'T MISS THE FURY OF FIRESTORM, ON SALE MONTHLY!

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